

PATENT ABSTRACTS OF JAPAN

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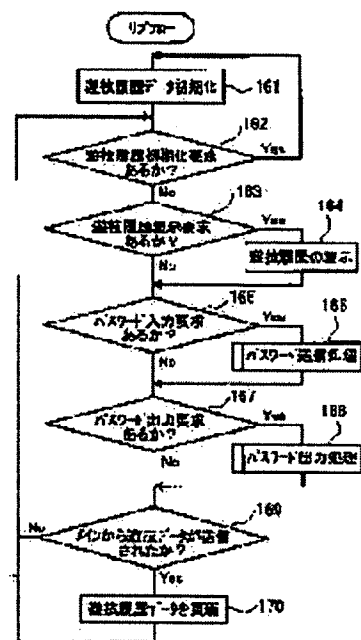
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(54) GAME MACHINE

(57)Abstract:

PROBLEM TO BE SOLVED: To provide a game machine capable of preventing increase in the manufacturing cost of the game machine without requiring installation of an input means for inputting a password on the game machine, surely preventing leakage of the password to the outside, and easily managing the password.

SOLUTION: A personal game history is left in a RAM 84 as the history information and kept as a password by a sub CPU 82, and the password is transmitted from a communication part 100 to a cellular phone 200. When the communication part 100 receives the password, it reads the game history information corresponding to the received password from the RAM 84, and collects new game statistics based on the read game history information.



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